THORN EMI VIDEO

Home Computer Software

For ATARI* 400/800* Computer

POOL

Instructions for use

*INDICATES TRADE MARK OF ATARI INC

INTRODUCTION

Programmed by J. Smith.

TOURNAMENT & EIGHT BALL POOL

Here are three electronic versions of Pool, now the most popular of all the billiard games. Build up your skill via Practice Pool to the Eight Ball game, where you compete to pocket either all the blues or all the reds. Move on to Tournament Pool, the hardest of the three, and see if you can hit the pockets with 14 in a row. It's a game calling for high expertise – and you will feel justly elated when you start running up championship scores.

Below you will find full instructions for loading and playing, and a brief guide to the Rules of Pool. Good luck!

HOW TO LOAD YOUR POOL PROGRAM

1. *Make sure the computer is turned OFF at the power switch on the right-hand side of the console, and that it has no cartridge inside; close the lid.*

2. *Disconnect any other peripherals, such as a printer or disc drives, as they may cause problems with loading your program.*

3. *Connect the television to your computer and switch the television ON. Turn down the sound if you want to avoid background noise before and during loading.*

4. *Connect your ATARI* 410* Program Recorder to the computer and then to a power point.*

5. *Place the cassette in the recorder.*

6. *Press REWIND, if necessary, to bring the tape back to the start. When the tape stops, press STOP.*

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7. *Press START on the computer console and hold it down while you press the power switch on the right-hand side of the console to ON.*

8. *The computer will 'beep' as a signal for you to press PLAY on the recorder and release the START key. Next, press RETURN on the computer and the program will load into the computer.*

9. *After loading, the title appears on the television screen. Press STOP on the recorder. Adjust the volume control on your television.*

PROBLEMS If the program fails to load, the words ATARI MEMO PAD appear on the screen. When this happens turn the computer OFF at the right-hand power switch, go back to Step 6 above and try again. If you have any further problems, consult your ATARI* handbook.*

HOW TO PLAY

1. *After the title, press SELECT to choose between a Practice work-out, Eight Ball or Tournament Pool. When the asterisk is against the type you want, press START.*

2. *The Pool table appears onscreen, with the object balls racked and the cue-ball behind the head-string (see diagram). Use the cursor controls on the keyboard (↑ ↓ ← →) to move the cue-ball to where you want it for the first stroke.*

3. *Success depends on how you control the direction and pace of the cue-ball. Use your Joystick to move the white cross on the screen to mark the direction you want the cue-ball to travel. You control the power of your shot on a scale measured by the continuously moving black strip to the left of the table. Press the trigger when the strip seems the right length (long=hard, short=gentle).*

4. *Play out according to the Rules (see below). The computer records both scores below the table, and the number of 'scratches' above it in Tournament Pool. In Practice and Eight Ball*

Pool the computer also shows how much time has elapsed. Pocketed balls appear in a column on the right side of the screen.

5 *In Tournament Pool, players need to call or nominate an object ball, also the pocket they are aiming for. Press OPTION until the colour patch appears around the ball of your choice. Press SELECT to move the white marker to the pocket of your choice. To re-rack 14 or 15 balls according to the Rules (see below), press START. To begin a new game, press SYSTEM RESET.*

RULES OF POOL

PRACTICE POOL

This is a game for 1 player. Use it to plan and execute shots before moving up to one of the main games. Test your progress by seeing how quickly you can pocket the object balls. The computer keeps track of the time above the table.

EIGHT BALL POOL

1. *This is a game for 2 players. The first legally to pocket an object ball (not the black) tries to pocket the other balls of that colour (blue or red). The other player must then take the other colour. A turn continues for as long as a player succeeds in pocketing balls; when he fails, it is his opponent's turn.*

2. *In British Eight Ball if a player fails to hit a ball or pockets the cue-ball, then this is deemed an illegal shot and the other player is awarded a free shot; in American Eight Ball play continues as normal.*

   When a player legally pockets a ball, the colours are allocated. If a player then strikes either the black ball or an opponent's coloured ball, this is deemed an illegal shot. In British Eight Ball the opponent is then awarded a free shot but in American Eight Ball play continues as normal.

   During the course of the game if either player pockets the black ball before pocketing all his coloured balls then he loses the game.

3. *When a player has pocketed all his colours, he must then pocket the black to win the game.*

TOURNAMENT POOL

1. *For two players. Each player must nominate ('call') the ball he intends to pocket and where he intends to pocket it. One point is scored for pocketing a called ball in a called pocket and one extra point for each extra object ball pocketed in the same stroke. The winner is the first player to reach an agreed number of points.*

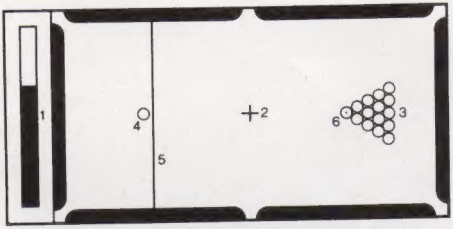
2. *Starting with the cue ball behind the head-string, the opening player must either (a) pocket a called ball into a called pocket or (b) drive the cue ball and any two object balls to a cushion. In the case of (a) his turn continues; after (b) his turn ends. If he scratches the white ball into a pocket his turn ends and he loses one point. If none of these alternatives happens – he loses two points, the balls are re-racked and he must break again.*

3. *A player may pocket fourteen balls in succession. Then by pressing START, the fifteenth object ball and the cue ball are left in position, while the fourteen pocketed balls are re-racked with space for one ball at the foot-spot. The player then continues his turn. If a player legally pockets the fourteenth and*

fifteenth balls of a frame, both balls score, the fifteen object balls are re-racked with the cue ball left in position, and the player continues his turn.

4 *A player's turn ends if he misses the shot called, and no penalty is incurred provided that the cue ball or any object ball hits a cushion.*

If the cue ball is pocketed, the player ends his turn, loses one point and has one 'scratch' marked against him. This scratch may be removed by his pocketing a ball at his next turn or playing a safety shot. If he scratches a second time without having removed the first scratch, he ends his turn, loses one point and has two scratches marked against him. At his third scratch, he loses one point for the scratch plus fifteen points for three scratches. The balls are then re-racked, and the other player is required to start as though at the beginning of a new game.



1. Black strip
2. Cross (move with Joystick)
3. Object balls
4. Cue ball
5. Head string
6. Foot spot

HOW TO PLAY

1. *Place cassette in recorder, and load program into computer.*
2. *Press SELECT for Practice Pool, Eight Ball Pool or Tournament Pool.*
3. *Press START.*
4. *Use Joystick to direct and hit shots with calculated power. Moving strip on left of table is power guide.*
5. *Use button on Joystick to shoot.*
6. *For Tournament Pool, press OPTION to nominate 'on-ball'; SELECT for pocket. Press START to re-rack the object balls.*
7. *To start new game, press SYSTEM RESET.*

This is only intended as a basic guide. For more detailed instructions see inside.

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